

CLAIMS

What is claimed is:

- Sub A!*
1. A method of transmitting sport data between a mobile terminal and a sport database connected to a sport server, the sport server including a processor for managing sport data to be saved in the sport database and for managing queries of the database, said method comprising the steps of:
 - 5 (a) establishing a communication connection between the mobile terminal and the sport server via a mobile communications network so that the mobile terminal is in communication with the sport server;
 - 8 (b) setting the mobile terminal in a sport data input mode and selecting a selected sport to which the sport data pertains;
 - 10 (c) inputting, by a user, the sport data into the mobile terminal in communication with the sport server;
 - 12 (d) transmitting the inputted sport data from the mobile terminal to the sport server; and
 - 14 (e) recording the sport data in the sport database.

- Sub B!*
1. The method of claim 1, further comprising the step of determining, by the sport server, a geographical location of the mobile terminal in communication with the sport server and determining a field in which to enter the sport data in the sport database in

4 response to the geographical location determined by said sport server before said step (e) and
5 wherein said step (e) further comprises recording the sport data in the field in the sport
6 database determined by said sport server.

1 3. The method of claim 1, further comprising the step of transmitting an
2 output of the sport data from the sport database to an output device.

1 4. The method of claim 3, wherein said step of transmitting an output
2 comprises determining a type of output device to be transmitted to and thereby determining
3 display and communication parameters for the output device and transmitting the sport data in
4 accordance with the determined display and communication parameters.

1 5. The method of claim 1, wherein said step (b) comprises the steps of
2 prompting, by the server, a user for a sport and inputting, by the user, a selected sport and
3 said step (c) comprises prompting, by the server, a user for the sport data using a prompt
4 specific to the selected sport, and inputting, by a user, of sport data into the mobile terminal in
5 communication with the sport server.

1 6. The method of claim 1, further comprising the step of identifying, by the
2 sport server, a type of the mobile terminal that is in communication with the sport server in

3 said step (a) and determining display and communication parameters for the mobile terminal
4 before performing said step (b).

1 7. The method of claim 6, wherein said steps of prompting comprise
2 transmitting a prompt to a display of the mobile terminal using the determined display and
3 communications parameters.

1 8. The method of claim 7, wherein the sports database includes a plurality
2 of fields and said method further comprises the step of determining a field in the sport database
3 in which to store the sport data based on the selected sport and the sport data input by the user
4 in said step (c).

1 9. The method of claim 2, wherein said step (b) comprises the steps of
2 prompting, by the server, a user for a sport and inputting, by the user, a selected sport and
3 said step (c) comprises prompting, by the server, a user for the sport data using a prompt
4 specific to the selected sport and inputting, by a user, of sport data into the mobile terminal in
5 communication with the sport server.

1 10. The method of claim 9, further comprising the step of identifying, by the
2 sport server, a type of the mobile terminal that is in communication with the sport server in
3 said step (a) and determining display and communication parameters for the mobile terminal

4 before performing said step (b), wherein said steps of prompting comprises transmitting a
5 prompt to a display of the mobile terminal using the determined display and communications
6 parameters.

1 11. The method of claim 10, wherein said sport database includes a plurality
2 of fields and said method further comprises the step of determining a field in the sport database
3 in which to store the sport data based on the selected sport and the sport data input by the user
4 in said step (c).

1 *July 22* 12. A system for managing sports data related to statistics for one or more
2 sports, comprising:
3 a sport database for storing sports data;
4 a sport server comprising a processor operatively connected to said sport
5 database for managing the sports data received from an input device to be stored in the sport
6 database and for managing queries to said sport database;
7 a user database connected to said sport server for storing user data for each user
8 having authority for inputting the sports data;
9 a connection database connected to said sport server for storing connection data
10 for a plurality of different types of terminals capable of being used as input devices for
11 inputting the sports data;

12 means for determining a type of input device in communication with said sport
13 server and for determining display and communication parameters of the input device; and
14 means for transmitting prompts to the input device and receiving replies to said
15 prompts using the determined display and communication parameters for determining the
16 sports data received from the input device.

1 13. The system of claim 11, further comprising a filter adapting device
2 including means for determining display and communication parameters of an output device
3 and means for transmitting the sports data to the output device using the determined display
4 and communications parameters.

1 14. The system of claim 11, wherein said sport database comprises a first
2 sport database for storing sport data related to a first sport and a second sport database for
3 storing sport data related to a second sport.

1 15. The system of claim 11, said sport database comprising a plurality of
2 fields, wherein said sports server comprises means for selecting a selected field of said plural
3 fields in which to store the sports data in response to the replies to said prompt.

16. The system of claim 14, wherein said sports server comprises means for
determining a geographical location of the mobile terminal.

1 17. The system of claim 15, wherein said means for selecting a selected field
2 comprises means for selecting a selected field of said plural fields in said sport database in
3 which to store the sports data in response to the replies to said prompts and in response to the
4 geographical location of the mobile terminal.

1 *Sub a3* 18. The system of claim 11, further comprising means for user selection of a
2 selected sport to which the sport data applies, wherein said means for transmitting prompts to
3 the input device comprises means for transmitting prompts in response to the selected sport.

1 *Sub a2* 19. The system of claim 17, wherein said sport database comprises a
2 plurality of fields and said sport server comprises means for selecting a selected field of said
3 plural fields in said sport database to store the sports data in response to the selected sport.

1 *Sub a4* 20. The system of claim 11, wherein the input devices to which said sports
2 server is operatively connectable comprise personal digital assistants, mobile phones, pagers,
3 two-way radios, smart-phones, and sport specific input devices.

1 21. The system of claim 12, wherein said sport server comprises means for
2 outputting said sports data to output devices comprising www-browsers, digital scoreboards,
3 news wires, television broadcasts, personal digital assistants, smart phones, and cell phones in
4 accordance with said determined display and communication parameters.

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